

Hiren Joshi

Principle Mobile Engineer

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Objective

Highly motivated **Technical Analyst and Mobile Lead with exceptional organizational skills, attention to detail, and a strong work ethic.** Passionate about continuous self-improvement in the IT industry, with expertise in mobile development and REST API. Proactive, adaptable, and skilled in problem solving, time management, and fostering team collaboration. Completed a **Post Graduate Program in Artificial Intelligence and Machine Learning, increasing confidence in Data Science and AI.** Seeking a challenging role in **Data Science, Machine Learning, or related fields** to leverage technical expertise and contribute to team success and progressive career advancement.

Skills

- **Operating System:** Mac OS, Windows, Linux, Kali
- **Mobile Development:** Native iOS (Swift, SwiftUI, Objective-C), Native Android (Java, Kotlin), React Native, Flutter, Framework (React, Node.js, etc.)
- **Programming Languages:** Swift, Objective-C, SwiftUI, Java, Kotlin, PHP, JavaScript, Typescript, Go, C++, Dart, Python
- **Cloud and Databases:** GCP, AWS, Azure, MongoDB, MySQL, SQLite, PostgreSQL
- **Frameworks:** React, Node.js, React Native, JavaScript, TensorFlow, PyTorch, Jitsi Meet, Socket.IO, Gimbals SDK, Firebase, third-party frameworks
- **DevOps Tools:** GitHub, Bitbucket, GitLab, SVN, Gerrit, Jenkins, Fastlane, Bamboo, CircleCI, GitLab CI: Cloud-based CI/CD platforms, Docker, Kubernetes,
- **UI UX Design Tools:** Figma, Adobe XD, Proto.IO, Notion, Sketch, Balsamiq, Bootstrap, Draw.io, CSS, HTML
- **IoT Framework:** thermostat settings, control home security cameras, or track fitness data, Casino machines, slot machines, vending machines, MQTT, HTTP, accelerometers, gyroscopes, Wi-Fi, Bluetooth, Zigbee, iBeacons, end-to-end encryption, multi-factor authentication, location-based automation, geofencing, indoor-outdoor navigation, sensor fusion, traditional GPS, Blue Dot navigation, Earth's magnetic field, augmented reality (AR), and virtual reality (VR)
- **Works Domains:** Social Media - Communication Apps, Productivity - Utility Apps, Gaming - Entertainment Apps, E-Commerce - Shopping Apps, Health - Fitness Apps, Education - Learning Apps, Travel - Navigation Apps, and Real Estate - Property Management Apps
- **Architecture:** Agile (project management methodology), project management (general term), MVC, MVP, MVVM, VIPER, MVI (software design patterns)
- **Others: Library, Tools, and Extra Skills:** Music, UI and Unit Testing (testing methodologies), Atlassian (company providing project management tools), XMPP (messaging protocols), Pjsip and SIP protocols (communication protocols), G-Pay (payment platform), Machine Learning (field of computer science), Audio and Videos (media formats), Cross Platform SDK (software development kits), COCOA Pods, Swift Packages (dependency management tools), Core Data and Swift Data (data storage solutions), WebRTC and Web Socket (communication protocols), Pay U, PayPal, Stripe, Apple Pay (payment platforms), In-App Purchase (mobile app monetization), CrashSDKs (crash reporting tools), Ethical Hacking (security certification), Data Analytic, Data Science and Business Analytic (fields of study)

Work History

Principal Mobile App Developer

Jan 2023 To Jan 2025

Itcom Innovation Gaming Group, Metro Manila, Philippines

- Led a team of 20 engineers in the life-cycle development of mobile games for Android and iOS platforms.
- Standardized code using Agile methods, applied best practices, and introduced code analysis, speeding up project delivery and reducing defect rates.
- Managed the integration of third party SDKs, ensured compliance with platform guidelines and maintained high application performance.
- Managed all aspects of the development life-cycle, including requirements gathering, architecture design, coding, testing, and implementation.

Mobile Team Lead

March 2020 To Jan 2023

My-Onsite Healthcare India Pvt. Ltd.(Indralok Technology Pvt. Ltd), India

- Parent-Child Details: I Was working as Mobile Team Lead at Indralok Technology Pvt. Ltd. during March 2020 till Feb 2022.
- Guided a team of 15 to developed and deployed scalable mobile solutions in native iOS, Android, React Native, and Flutter environments, which touched 100+ users.
- Implemented a new system, ensured full guidance to all team members, improved product quality and reduced time to market.
- Developed robust API integration mechanisms for simple data exchange between mobile applications and backend systems.
- Using an agile scrum methodology improved the speed of the development team and reduced technical costs.

Mobile Team Lead

May 2018 To March 2020

Vetron It Services and Consultancy, Surat, Gujarat, India

- Directed a team of 24 to develop and deploy enterprise mobile applications, driving customer satisfaction.
- Conducted workshops on increasing team skills, assigned more challenging tasks, and mentored junior members, increasing team cohesion and project delivery.
- Developed detailed documentation regarding project requirements, construction and planning.
- Collaborated with product owners and stakeholders to determine project scope and deliverables.

Senior iOS Developer

Jan 2017 To April 2018

Rawalwasia Group, Surat, Gujarat, India

- Developed and maintained native iOS applications to ensure high performance and user satisfaction.
- Swift, Objective-C, and SwiftUI were used to create an efficient and effective solution.
- APIs were integrated to communicate with back-end services and data platforms.
- Provided technical leadership on projects and mentored juniors.

Senior iOS Developer

September 2014 To Jan 2017

Onus Info Tech, Surat, Gujarat, India

- Designed and enhanced user interfaces for mobile apps using design patterns to enhance user experience.
- Reviewed code and optimized application performance, resulting in greater user retention.
- Identify opportunities to improve process through the use of automation tools and techniques.
- Developed user interface modules and worked with UI/UX designers.

Software Engineer

Nov 2011 To Sep 2014

Devlon/Grip Info Tech, Bhavnagar, Vadodara, Gujarat, India

- Android and PHP applications were developed, complementing the company's technology portfolio.
- Assisted in product development, development, implementation, and testing activities.
- Worked with multidisciplinary teams to deliver high quality solutions.
- Codes and recycling were developed while adhering to regulatory standards.

Education

Post Graduate Program : Artificial Intelligence and Machine Learning, 2024 - 2025

Cal Tech University in Collaboration with IBM Certified - Simplilearn

CompTIA EC-Council - CEH v13- Certified Ethical Hacker, 2024 - 2025

CompTIA EC-Council - Certified - Simplilearn

Master In Computer And Application

July 2012 To July 2015

Parul University of Engineering And Technology

7.5 CG-PI

Gujarat Technological University

Bachelor In Computer And Application

August 2009 To May 2012

Shree Swaminarayan Naimisharanya College Of Science

Aggregate Percentage 68

Maharaja Krishnakumarsinhji Bhavnagar University

12th Board, Commerce Stream

April 2008 To May 2009

Shree Dakshinamurti Vinay Mandir Higher Secondary School

Percentage 70

Gujarat Secondary And Higher Secondary Education Board (GSHEB)

10th Board

April 2006 To May 2007

Shree B. N. Virani Secondary School

Percentage 70

Gujarat Secondary And Higher Secondary Education Board (GSHEB)

Certifications

- | | |
|---|---|
| - Developing Solutions for Microsoft Azure | - DevOps on Azure |
| - Cloud Security: CCSP | - Big Data on AWS |
| - Google Cloud Platform Architect Training | - Introduction to Cyber Security |
| - PGC AIML Foundations: Mathematics and Statistics Essentials | - CompTIA Network+ |
| - IBM Python for Data Science | - Azure-Fundamental |
| - CISM Certified Information Security Manager | - Statistics Essential for Data Science |

Experience Strengths

- Translate user needs into technical specifications. Skilled at both independent and collaborative work, as a contributor or leader. Directs the team and environment, ensuring the team remains motivated and capable of handling the full workload. Effectively communicates with clients to keep them promptly informed. Produces reports on project viability and cost analysis. Conducts research and testing to identify needs and prepare proposals for alternative solutions. Collaborates with developers, quality assurance experts, and end users to ensure technical excellence, address client business requirements, and establish a solid foundation.
- Proficient with Xcode Simulator, Instruments, and Analyzer, and experienced in their use. Familiar with third-party APIs like social media (Facebook SDK, Twitter SDK) and crash-handling APIs, commonly utilized across various applications.
- Experienced with tools like Facebook, Google Analytics, Locality's Analytic APIs, and similar. Establishes development standards and presents them in a preliminary format.
- Skilled at managing diverse applications, both remotely and on-site. Expertise spans e-commerce, IoT, enterprise, wealth management, and healthcare. Employs Agile Scrum Methodology throughout the project life cycle.
- Capabilities include designing, documenting, planning, understanding needs, managing risks, and client interaction. Strong ability to work with internal and external clients. Skilled at assessing a client's existing system and business framework.
- Knowledgeable in augmented reality, Bluetooth 5.0, beacons, Wi-Fi Direct, Cocoa Pods, packages, XMPP, Bluetooth, and MQTT.
- How AR on mobile devices uses the camera, GPS, accelerometer, and sometimes depth sensors. AR software development kits (SDKs) like ARKit (iOS) and ARCore (Android) provide the tools needed to anchor digital objects in the real world. Such as: Gaming: Games like Pokémon GO allow players to see digital characters in real-world locations. Retail: Apps like IKEA Place let users visualize furniture in their homes before purchasing. Navigation: AR can be used to provide real-time directions by overlaying arrows on the live view through a phone's camera. Education and Training: AR apps enhance learning experiences by displaying 3D models and interactive content in a user's real-world environment.
- How VR on mobile devices relies on stereoscopic displays, accelerometers, and gyroscopes to track head movement and create a 360-degree digital environment. Mobile VR development is often enhanced by Unity or Unreal Engine, which provide powerful 3D development tools. Such as: Gaming: VR games offer fully immersive experiences, letting players feel like they're inside the game world. Training and Simulation: VR is useful for simulations in fields like aviation, medicine, and military, allowing users to practice skills in a risk-free environment. Real Estate and Tourism: Virtual tours in VR enable users to explore properties, travel destinations, or historical sites without leaving home. Healthcare: VR is used in pain management, exposure therapy, and rehabilitation by immersing patients in calming or controlled environments.
- Experienced in live video streaming, basic information and graphics, digital wallet development, payment SDK, online real-time communication (Jitsi Meet), live streaming of casino games, real-time data transfer over sockets, and handling multiple processes simultaneously, including voice calls over the internet. Understands protocols for online phone calls and location-based limitations.
- SIP protocols offer various replies, such as initial, successful, redirecting, client/server failure, and global failure responses. Examples include call attempts (100), established calls (200), ringing calls (180), forwarded calls (181), queued calls (181), acknowledged calls (202), declined calls (204), unaccepted requests (400), unauthorized requests (401), payment required (402), etc. all SIP protocols